

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows:

1. (Currently amended) A method of providing a user with a programming environment for programming of a simulation of a computer application, the method comprising:

displaying on a computer display a programming area comprising one or more graphical representations of one or more primitives for programming of the simulation of the computer application;

receiving control indications from the user to arrange the one or more primitives to program the simulation;

displaying on the computer display a requirements area comprising one or more requirements, wherein the programming area and the requirements area are displayed at the same time; [[and]]

associating the one or more primitives with the one or more requirements such that a primitive displayed in the programming area is visually associated with a displayed requirement of the requirements area; and

storing one or more associations among the one or more primitives and the one or more requirements.

2. (Original) The method as defined in Claim 1, further comprising displaying an association between a primitive and a selected requirement by highlighting one or more primitives associated with the selected requirement.

3. (Original) The method as defined in Claim 1, further comprising displaying an association between a requirement and a selected primitive by removing one or more requirements from display that are not associated with the selected primitive.

4. (Original) The method as defined in Claim 1, further comprising displaying the programming area, displaying the requirements area, and associating the one or more primitives with the one or more requirements using a computer program with a consistent user interface.

5. (Original) The method as defined in Claim 1, further comprising:
 - monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;
 - receiving an indication of a selection of a requirement in the computer display by the pointing device;
 - receiving an indication of a selection of a primitive in the computer display;
 - receiving an indication to create an association between the selected requirement and the selected primitive; and
 - associating the selected requirement and the selected primitive.
6. (Original) The method as defined in Claim 1, further comprising:
 - monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;
 - receiving an indication of a selection of a requirement in the computer display by the pointing device;
 - receiving an indication of a selection of a primitive in the computer display;
 - receiving an indication to remove an association between the selected requirement and the selected primitive; and
 - removing the association between the selected requirement and the selected primitive.
7. (Original) The method as defined in Claim 1, wherein the one or more requirements corresponds to one or more statements or to one or more portions of a statement regarding a desired behavior of the computer application.
8. (Original) The method as defined in Claim 1, wherein at least one of the primitives simulates computation available in the computer application.
9. (Original) The method as defined in Claim 1, wherein at least one of the primitives simulates storage and retrieval available in the computer application.

10. (Currently amended) A method of providing a user with a programming environment for programming of a simulation of a computer application, the method comprising:

displaying on an electronic display a programming area comprising one or more graphical representations of one or more primitives for programming of the simulation of the computer application;

receiving control indications from the user to arrange the one or more primitives to program the simulation;

displaying on the electronic display a requirements area comprising one or more statements, where a statement describes a desired behavior for a primitive, wherein the programming area and the requirements area are displayed at the same time; [[and]]

associating the one or more primitives with the one or more statements such that a primitive displayed in the programming area is associated with a displayed statement of the requirements area; and

storing one or more associations among the one or more primitives and the one or more requirements.

11. (Original) The method as defined in Claim 10, wherein at least one of the one or more statements corresponds to a requirement.

12. (Original) The method as defined in Claim 10, further comprising displaying an association between a primitive and a selected statement by highlighting one or more primitives associated with the selected statement.

13. (Original) The method as defined in Claim 10, further comprising displaying an association between a statement and a selected primitive by removing one or more statements from display that are not associated with the selected primitive.

14. (Original) The method as defined in Claim 10, further comprising displaying the programming area, displaying the requirements area, and associating the one or more primitives with the one or more statements using a computer program with a consistent user interface.

15. (Original) The method as defined in Claim 10, further comprising:

monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

receiving an indication of a selection of a statement in the computer display by the pointing device;

receiving an indication of a selection of a primitive in the computer display;

receiving an indication to create an association between the selected statement and the selected primitive; and

associating the selected statement and the selected primitive.

16. (Original) The method as defined in Claim 10, further comprising:

monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

receiving an indication of a selection of a statement in the computer display by the pointing device;

receiving an indication of a selection of a primitive in the computer display;

receiving an indication to remove an association between the selected statement and the selected primitive; and

removing the association between the selected statement and the selected primitive.

17. (Original) The method as defined in Claim 10, wherein the one or more statements corresponds to one or more statements or to one or more portions of a statement regarding a desired or necessary behavior of the computer application.

18. (Original) The method as defined in Claim 10, wherein at least one of the primitives simulates computation available in the computer application.

19. (Original) The method as defined in Claim 10, wherein at least one of the primitives simulates storage and retrieval available in the computer application.

20. (Currently amended) A computer system that provides a user with a programming environment for programming of a simulation of a computer application, the computer system comprising:

a component configured to display on an electronic display a programming area comprising one or more graphical representations of one or more primitives for programming of the simulation of the computer application;

a component configured to receive control indications from the user to arrange the one or more primitives to program the simulation;

a component configured to display on the electronic display a requirements area comprising one or more statements, where a statement describes a desired behavior for a primitive, wherein the programming area and the requirements area are displayed at the same time; [[and]]

a component configured to associate the one or more primitives with the one or more statements such that a primitive displayed in the programming area is associated with a displayed statement of the requirements area; and

a component configured to store one or more associations among the one or more primitives and the one or more requirements.

21. (Original) The computer system as defined in Claim 20, wherein at least one of the one or more statements corresponds to a requirement.

22. (Original) The computer system as defined in Claim 20, further comprising a component configured to display an association between a primitive and a selected statement by highlighting one or more primitives associated with the selected statement.

23. (Original) The computer system as defined in Claim 20, further comprising a component configured to display an association between a statement and a selected primitive by removing one or more statements from display that are not associated with the selected primitive.

24. (Original) The computer system as defined in Claim 20, wherein the computer system provides a consistent user interface to display the programming area, display the requirements area, and associate the one or more primitives with the one or more statements.

25. (Original) The computer system as defined in Claim 20, further comprising a component configured:

to monitor a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

to receive an indication of a selection of a statement in the computer display by the pointing device;

to receive an indication of a selection of a primitive in the computer display;

to receive an indication to create an association between the selected statement and the selected primitive; and

to associate the selected statement and the selected primitive.

26. (Original) The computer system as defined in Claim 20, further comprising a component configured:

to monitor a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

to receive an indication of a selection of a statement in the computer display by the pointing device;

to receive an indication of a selection of a primitive in the computer display;

to receive an indication to remove an association between the selected statement and the selected primitive; and

to remove the association between the selected statement and the selected primitive.

27. (Original) The computer system as defined in Claim 20, wherein the one or more statements corresponds to one or more statements or to one or more portions of a statement regarding a desired or necessary behavior of the computer application.

28. (Original) The computer system as defined in Claim 20, wherein at least one of the primitives simulates computation available in the computer application.

29. (Original) The computer system as defined in Claim 20, wherein at least one of the primitives simulates storage and retrieval available in the computer application.

30. (Currently amended) A computer system that provides a user with a programming environment for programming of a simulation of a computer application, the computer system comprising:

a means for displaying on an electronic display a programming area comprising one or more graphical representations of one or more primitives for programming of the simulation of the computer application;

a means for receiving control indications from the user to arrange the one or more primitives to program the simulation;

a means for displaying on the electronic display a requirements area comprising one or more statements, where a statement describes a desired behavior for a primitive, wherein the programming area and the requirements area are displayed at the same time;
[[and]]

a means for associating the one or more primitives with the one or more statements such that a primitive displayed in the programming area is associated with a displayed statement of the requirements area; and

a means for storing one or more associations among the one or more primitives and the one or more requirements.

31. (Original) The computer system as defined in Claim 30, wherein at least one of the one or more statements corresponds to a requirement.

32. (Original) The computer system as defined in Claim 30, further comprising a means for displaying an association between a primitive and a selected statement by highlighting one or more primitives associated with the selected statement.

33. (Original) The computer system as defined in Claim 30, further comprising a means for displaying an association between a statement and a selected primitive by removing one or more statements from display that are not associated with the selected primitive.

34. (Original) The computer system as defined in Claim 30, further comprising a means for displaying the programming area, displaying the requirements area, and associating the one or more primitives with the one or more statements using a computer program with a consistent user interface.

35. (Original) The computer system as defined in Claim 30, further comprising:

a means for monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

a means for receiving an indication of a selection of a statement in the computer display by the pointing device;

a means for receiving an indication of a selection of a primitive in the computer display;

a means for receiving an indication to create an association between the selected statement and the selected primitive; and

a means for associating the selected statement and the selected primitive.

36. (Original) The computer system as defined in Claim 30, further comprising:

a means for monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

a means for receiving an indication of a selection of a statement in the computer display by the pointing device;

a means for receiving an indication of a selection of a primitive in the computer display;

a means for receiving an indication to remove an association between the selected statement and the selected primitive; and

a means for removing the association between the selected statement and the selected primitive.

37. (Original) The computer system as defined in Claim 30, wherein the one or more statements corresponds to one or more statements or to one or more portions of a statement regarding a desired or necessary behavior of the computer application.

38. (Original) The computer system as defined in Claim 30, wherein at least one of the primitives simulates computation available in the computer application.

39. (Original) The computer system as defined in Claim 30, wherein at least one of the primitives simulates storage and retrieval available in the computer application.

40. (Currently amended) A computer program embodied in a computer-readable storage medium for providing a user with a programming environment for programming of a simulation of a computer application, the computer program comprising:

instructions for displaying on an electronic display a programming area comprising one or more graphical representations of one or more primitives for programming of the simulation of the computer application;

instructions for receiving control indications from the user to arrange the one or more primitives to program the simulation;

instructions for displaying a requirements area comprising one or more statements, where a statement describes a desired behavior for a primitive; [[and]]

instructions for associating the one or more primitives with the one or more statements such that a primitive displayed in the programming area is associated with a displayed statement of the requirements area; and

instructions for storing one or more associations among the one or more primitives and the one or more requirements.

41. (Original) The computer program as defined in Claim 40, wherein at least one of the one or more statements corresponds to a requirement.

42. (Original) The computer program as defined in Claim 40, further comprising instructions for displaying an association between a primitive and a selected statement by highlighting one or more primitives associated with the selected statement.

43. (Original) The computer program as defined in Claim 40, further comprising instructions for displaying an association between a statement and a selected primitive by removing one or more statements from display that are not associated with the selected primitive.

44. (Original) The computer program as defined in Claim 40, further comprising instructions for displaying the programming area, displaying the requirements area, and associating the one or more primitives with the one or more statements using a computer program with a consistent user interface.

45. (Original) The computer program as defined in Claim 40, further comprising:
instructions for monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

instructions for receiving an indication of a selection of a statement in the computer display by the pointing device;

instructions for receiving an indication of a selection of a primitive in the computer display;

instructions for receiving an indication to create an association between the selected statement and the selected primitive; and

instructions for associating the selected statement and the selected primitive.

46. (Original) The computer program as defined in Claim 40, further comprising:

instructions for monitoring a position of a cursor in the computer display, where the position of the cursor is manipulated by a pointing device;

instructions for receiving an indication of a selection of a statement in the computer display by the pointing device;

instructions for receiving an indication of a selection of a primitive in the computer display;

instructions for receiving an indication to remove an association between the selected statement and the selected primitive; and

instructions for removing the association between the selected statement and the selected primitive.

47. (Original) The computer program as defined in Claim 40, wherein the one or more statements corresponds to one or more statements or to one or more portions of a statement regarding a desired or necessary behavior of the computer application.

48. (Original) The computer program as defined in Claim 40, wherein at least one of the primitives simulates computation available in the computer application.

49. (Original) The computer program as defined in Claim 40, wherein at least one of the primitives simulates storage and retrieval available in the computer application.